




CHARACTER NAME

CLASS & LEVEL	UPBRINGING	PLAYER NAME
RACE	EMPLOYMENT	EXPERIENCE POINTS



STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

☐ — Strength

☐ — Dexterity

☐ — Constitution

☐ — Intelligence

☐ — Wisdom

☐ — Charisma

SAVING THROWS

☐ — Acrobatics

☐ — Animal Handling

☐ — Athletics

☐ — Culture

☐ — Deception

☐ — History

☐ — Insight

☐ — Intimidation

☐ — Investigation

☐ — Medicine

☐ — Nature

☐ — Perception

☐ — Performance

☐ — Persuasion

☐ — Sleight of Hand

☐ — Stealth


☐ — Survival

☐ — Technology

SKILLS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & CYBERNETICS



ARMOUR CLASS

INITIATIVE

SPEED

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE TYPE

ATTACKS & HACKING

GEAR

PERSONALITY

IDEALS

BUDDIES

QUIRKS

FEATURES & TRAITS



CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANISATIONS

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

TECHCASTING
ABILITYTECH SAVE DC

TECH ATTACK BONUS

TECH
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

[illegible]